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Method and apparatus for ordering read and write operations using conflict bits in a write queue - group of 3 »

RL Stamm - US Patent 5,432,918, 1995 - Google Patents

... PHYSICALADDR; BUS 57 301 1I 298 1D-READ I-READ WRITE PACKER ! 305 PIPE 1 LATCH LATCH

iL 9QR 299 300 WRITE QUEUE | ADDR. DATA | 296 ___ ! LATCH LATCH |304 00 I ...

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The real-time specification for Java - group of 51 »

G Bollella, J Gosling - Computer, 2000 - [ieeexplore.ieee.org](#)

... Read Write Non-real-time Real-time Figure 2. How threads in an RTSJ implementation communi- cate in a wait-free write queue. The ...

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High-performance multi-queue buffers for VLSI communications switches - group of 3 »

Y Tamir, GL Frazier - ACM SIGARCH Computer Architecture News, 1988 - [portal.acm.org](#)

... to place the packet's second block at the end of the queue, and to ... the buffer, enabling the eight static cells associated with it to read/write their data. ...

[Cited by 153](#) - [Related Articles](#) - [Web Search](#) - [Library Search](#)

[CITATION] The Queue-Read Queue-Write PRAM Model: Accounting for Contention in Parallel Algorithms - group of 9 »

PB Gibbons, Y Matias, V Ramachandran - SIAM J. Comput., 1998

... a new pram contention rule, the queue rule, that permits concurrent reading and writing, but at an appropriate cost: • Queue read/write: Each location can be ...

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Buffer system using parity checking of address counter bit for detection of read/write failures - group of 3 »

DF Casper - US Patent 4,692,893, 1987 - Google Patents

... queue is full, the back pointer points to storage location ... When an READ/WRITE FAILURES

item is added to the storage location of the back pointer, ...

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System for flushing queued memory write request corresponding to a queued read request and all prior ... - group of 3 »

JE Foster - US Patent 5,948,081, 1999 - Google Patents

... a memory bus. The bus interface unit includes a memory controller and a read/write queue manager. The memory controller dispatches ...

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A stream input-output system - group of 31 »

DM Ritchie - AT&T Bell Laboratories Technical Journal, 1984 - [cm.bell-labs.com](#)

... read, write, ioctl, or close calls, presence of a non-null stream pointer directs the system to use a set of stream routines to generate and receive queue ...

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NS Kim, T Mudge - Proceedings of the 17th annual international conference on ..., 2003 - portal.acm.org

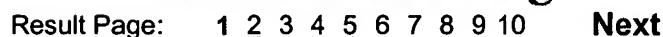
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RD Becker, MJ Schwartz, KH Curcuro, KJ Eng - US Patent 5,379,379, 1995 - Google Patents

Cited by 54 - Related Articles - Web Search

PB Gibbons, Y Matias, V Ramachandran - TCS, 1998 - cs.utexas.edu

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1 [Technical papers: program analysis: Specifying multithreaded Java semantics for program verification](#)



Abhik Roychoudhury, Tulika Mitra

May 2002 **Proceedings of the 24th International Conference on Software Engineering ICSE '02**

Publisher: ACM Press

Full text available: [pdf\(1.27 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Java programming language supports multithreading where the threads interact among themselves via read/write of shared data. Most current work on multithreaded Java program verification assumes a model of execution that is based on interleaving of the operations of the individual threads. However, the Java language specification (which any implementations of Java multithreading must follow) supports a weaker model of execution, called the Java Memory Model (JMM). The JMM allows certain reord ...

2 [Letters](#)

Linux Journal Staff

April 2004 **Linux Journal**, Volume 2004 Issue 120

Publisher: Specialized Systems Consultants, Inc.

Full text available: [html\(15.75 KB\)](#) Additional Information: [full citation](#)

3 [An Environment for Dynamic Component Composition for Efficient Co-Design](#)

F. Doucet, S. Shukla, R. Gupta, M. Otsuka

March 2002 **Proceedings of the conference on Design, automation and test in Europe DATE '02**

Publisher: IEEE Computer Society

Full text available: [pdf\(122.57 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#)

This article describes the Balboa component integration environment that is composed of three parts: a script language interpreter, compiled C++ components, and a set of Split-Level Interfaces to link the interpreted domain to the compiled domain. The environment applies the notion of split-level programming to relieve system engineers of software engineering concerns and to let them focus on system architecture. The script language is a Component Integration Language because it implements a component m ...

4 The VMOS paging algorithm: a practical implementation of the working set model



Marc H. Fogel

January 1974 **ACM SIGOPS Operating Systems Review**, Volume 8 Issue 1

Publisher: ACM Press

Full text available: [pdf\(803.97 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#)

5 High-speed distributed data handling for on-line instrumentation systems



William E. Johnston, William Greiman, Gary Hoo, Jason Lee, Brian Tierney, Craig Tull, Douglas Olson

November 1997 **Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM) Supercomputing '97**

Publisher: ACM Press

Full text available: [pdf\(438.36 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

The advent (and promise) of shared, widely available, high-speed networks provides the potential for new approaches to the collection, organization, storage, and analysis of high-speed and high-volume data streams from high data-rate, on-line instruments. We have worked in this area for several years, have identified and addressed a variety of problems associated with this scenario, and have evolved an architecture, implementations, and a monitoring methodology that have been successful in addre ...

6 A Straightforward Model for Computer Performance Prediction



John W. Boyse, David R. Warn

June 1975 **ACM Computing Surveys (CSUR)**, Volume 7 Issue 2

Publisher: ACM Press

Full text available: [pdf\(1.56 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

7 Poster session: Kairos: a macro-programming system for wireless sensor networks



Ramakrishna Gummadi, Nupur Kothari, Ramesh Govindan, Todd Millstein

October 2005 **Proceedings of the twentieth ACM symposium on Operating systems principles SOSP '05**

Publisher: ACM Press

Full text available: [pdf\(364.45 KB\)](#) Additional Information: [full citation](#), [abstract](#)

Wireless sensor networks research has, till date, made impressive advances in platforms and software services. Research in the area has moved on to consider an essential piece of sensor network technology---support for *programming* wireless sensor network applications and systems components at a suitably high level of abstraction. Two broad classes of programming models are currently being investigated by the community. One class focuses on providing higher-level abstractions for specifying ...

8 Departments: Internet Nuggets



Mark Thorson

November 2005 **ACM SIGARCH Computer Architecture News**, Volume 33 Issue 4

Publisher: ACM Press

Full text available: [pdf\(331.16 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

This column consists of selected traffic from the comp.arch newsgroup, a forum for discussion of computer architecture on the Internet---an international computer network.

9 Performance analysis of concurrent-read exclusive-write

Martin Reiman, Paul E. Wright



April 1991 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1991 ACM SIGMETRICS conference on Measurement and modeling of computer systems SIGMETRICS '91**, Volume 19 Issue 1

Publisher: ACM Press

Full text available: pdf(810.04 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We analyze the concurrent-read exclusive-write protocol for access to a shared resource, such as occurs in database and distributed operating systems. Readers arrive according to a Poisson process and acquire shareable i.e., non-exclusive, locks which, once granted, are released after a generally distributed random period. Writers arrive according to an arbitrary renewal process and acquire exclusive locks which, once granted, are held for a random time which is also generally distributed. Locks ...

10 UNIX as an environment for non-UNIX software development: a case history



Jean Renard Ward

July 1985 **ACM SIGSOFT Software Engineering Notes**, Volume 10 Issue 3

Publisher: ACM Press

Full text available: pdf(781.83 KB) Additional Information: [full citation](#), [abstract](#)

Many of the back issues of SEN contain articles about software development environments and software tools. UNIX has historically been cited as an example of a good software development environment. For many developers still struggling with the offspring of MS-DOS, RSX-11M, OS-370 and the like, UNIX still represents a dreamed-of state-of-the-art. Many of the more enhanced environments actually sit on top of UNIX or a UNIX-like system, especially for graphics-based environments like those offered ...

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